

Sciapod

Sciapods are small humanoids with only one massive foot forever burdened by their folly. Back before



sciapods had only one leg, the sciapods were the fastest beings, faster than even the swiftest elves and orcs. Unfortunately, this ultimately led to be their downfall. Taking pride in their superior athleticism, they began to boast that they could even outrace the gods. The god Hermes took offense to this blatant disrespect for the gods and challenged all the sciapods to a final race, offering his mantle as the god of athletics as a prize to the winner. The race went through deserts and forests, beaches and grasslands, with every contestant giving their all for their chance at immortality. As the race began, Hermes realized that the sciapods' boasting was not all for naught, for he, the god of

athletics himself, could only keep up with the fastest of the sciapods. But Hermes was still a god, and he possessed eldritch powers that the sciapods could never even have imagined. With this divine power, he stretched the very fabric of space, resulting in the sciapods having to run three paces to Hermes' two. Due to this alteration to the terrain of the race, Hermes won, albeit only by a few heart beats. With the same deific magic he used to win the race, as his prize for victory, he cursed the sciapods by taking away their speed, forcing them only to jump. In this way, the sciapods were cheated of their most prized possession by a prideful god due solely to their own pride. For fear of the same thing ever happening again, every sciapod now pays weekly homage to Hermes and practices humility at every occasion.

Sciapod Race Abilities:

Character Advancement: Sciapods can only ever use the Fighter class advancement and are restricted to advancing to level 4 as a Fighter.

Weapon and Armor Restrictions: Like human Fighters, sciapods have been trained in the art of warfare and can use most any weapon. Indeed, the only weapons they can't use are two-handed swords and warhammers, as using them would unbalance a sciapod.

Great Athletes: Sciapods are capable of great feats of athleticism. They can jump twice as high and twice as far as a normal human.

Helpful Umbrella: Sciapods often make beneficial use of their curse. They can use their foot as an umbrella or to block attacks. When a sciapod is prone, they decrease their armor class by one. However, while prone, they act as if their enemies had an armor class one less than they truly do.

On Playing A Sciapod:

Sciapods are not one of the more traditional fantasy races, such as dwarves and elves. However, they still have a rich mythological base, although they are often called monopods. They are prominently featured in C.S. Lewis' *Voyage of the Dawn Treader*. The description of the sciapods does diverge from this base however, portraying the one leg of the sciapods as a curse from Hermes. Because of this manner, inspiration could also be taken from many of the other mythological beings cursed by Greek gods.

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